◆ A SOFTWARE ADVENTURE

The Fellowship of the Ring

The adventure continues…

Commodore 64/128
Commodore disk drive

The Adventure Continues

To Load The Fellowship of the Ring
Commodore 64/128® Version

1. Turn on your disk drive, computer, and monitor. When the red "in use" light on the disk drive is off, insert Side A of the Fellowship program disk (label facing up and out).

2. At the READY prompt type LOAD "*",8,1 (Return). If you are using a Commodore 128, be sure that you are in 64 mode and that your disk drive is properly aligned for Commodore 64 software (enter 64 mode with the GO64 command).

3. Type Y(es) if you want pictures. Type the names of all the hobbit characters you want to play during this game. If no name is entered, the program default is Frodo.

4. When the game begins, you will see lines of text and (if pictures were chosen) the illustration appears. Press any key to return to text. If <MORE> flashes at the top of the screen, press any key to view the rest of the text.

5. When you successfully complete Part One, the program allows you to make a special save. This is the only saved game file that can be loaded into Part Two.

6. To enter Part Two, insert Side B of the Fellowship disk (label facing down). Type LOAD"*",8,1 (Return). To load an ending from Part One, type Y(es) at the prompt and insert your saved game disk.

7. To leave the program, type QUIT (Return) and follow the instructions on the screen. If the game ends and you are asked to load a "newgame," it is a good idea to turn the computer off and start again. By "newgame" the program means the name of a saved game.

To Save Games In Progress
Type SAVE (Return) at the point you wish to stop. Replace the Fellowship of the Ring program disk with a blank formatted disk, or a disk containing only previously saved Fellowship games. Type a name for the saved game (Return). The background color changes while the program saves the game. When prompted, replace the program disk and press any key to continue. Type LOOK after you LOAD a saved game to see where you are.

To Print
Type PRINT (Return), then turn on your printer. While you are using the PRINT function, the program graphics are not displayed. To view pictures again, type NOPRINT and turn off the printer.

Hints and Tips
Be sure to read the user's guide for complete playing instructions.

Turn the computer off before loading The Fellowship of the Ring. This ensures that resident memory is completely cleared out.

The disk will not load if a printer or any other peripheral is attached to the disk drive. If the program fails to load, detach all peripherals, turn off the computer and start again (the printer can be reattached once the program is loaded).

If you are using any non-Commodore equipment, please refer to the back of the package and the Software Compatibility Statement on page 3 of the user's guide.

Unlike the Commodore version of The Hobbit Software Adventure, The Fellowship of the Ring Software Adventure does not have music.

A Note to Users
This package includes a Software Warranty Registration card. Please complete and return this card to be eligible for additional support and to receive information about new software titles. Turn to page 3 of the user's guide for complete warranty information.

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The West of
MIDDLE-EARTH
at the End of the Third Age
FORODWAITH
ERIADOR
HARLINDON
the Shire
MINHIRIATH
BELFALAS
CARADHRAS
HOLLIN
ENEDWAITH
N

ADDISON-WESLEY PUBLISHING COMPANY, INC.

The Fellowship of the Ring

A Software Adventure

Commodore 64/128
12336

SIDE A
Flip for Side B

The Fellowship of the Ring

Now, the first book of the beloved trilogy "The Lord of the Rings" has been brought to the computer, and you are about to become a part of it. The Dark Lord Sauron the Great has come back to life and threatens all that is good in Middle-earth. The dark and notorious Ringwraiths are searching for the "hobbit Baggins" who possesses the One Ring — all that stands between Sauron and ultimate power. It is up to you, as Frodo Baggins, to stop Sauron from achieving his evil goal.

You are about to begin a great perilous journey. You and your loyal hobbit companions, Merry, Sam and Pippin, must face the treacherous Black Riders of Sauron, Orcs, Wargs, and countless other dangers. You will meet Elrond the Half-elf, Gandalf the Wizard and many of the magical creatures that inhabit Middle-earth. In this adventure you can play the role of Frodo or any one of the hobbit characters. You can even change characters in the middle of the game, adding new adventure at every move.

Many roads must be traveled between your comfortable home in the Shire and the evil Land of Mordor, and through this software adventure you can take the first steps. You will visit many locations, illustrated with exceptional screen graphics, all fraught with unexpected dangers and discoveries. Simply slip the disk into your computer, you will be transported into a land beyond your imagination. To help you along in your journey, this package includes a special map of the western portion of Middle-earth and your personal guide to the lore, the language, and the legends of the Fellowship of the Ring Software Adventure. But be warned: you will need all of your imagination and cunning to succeed in your noble quest.

Good luck, Frodo Baggins. The mystical land of Middle-earth lies just outside your door and its fate is in your hands.

This software product was developed for and tested on the machines and with the configurations that are printed on the package. The responsibility for the functionality of the program on any machine or with any configuration not expressly printed on the package is fully assumed by the user.

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